

# ***Usability of Biometrics for Border Crossing Introduction***

- ***Usability:***
  - ***“People who use the product can do so quickly and easily to accomplish their own task”***
  - ⇒ ***System must be ergonomic, easy to use, easy to remember, fast, comfortable, efficient, fault tolerant, ...***
- ***Very important for many applications (not only biometrics)***
  - ***Many factors at stake*** (some of which subjective and psychological ... )
  - ***Especially for non habituated users and unattended systems (kiosks)***
- ⇒ ***Very important for biometric systems***
  - ***Impacts accuracy, speed/throughput, user satisfaction***
  - ***Traditionally biometric solutions have relied on supervision, procedures, training, ...***
  - ***But it is not possible for all applications, especially those unattended and with non habituated users***
    - ***Typically the case for automated border crossing***



# ***Usability of Biometrics for Border Crossing***

## ***Example 1: Fingerprint (Pegase, France)***

1 Airport, 2 Gates  
~ 10,000 PAX Enrolled  
~ 55,000 PAX verified

Token:



Dedicated SmartCard

Typical performance (1:1)

- Biometric reject ~ 0.6%  
(FAR~ $10^{-3}$ )
- Crossing time ~ 15 s



*Passenger screen*

*Fingerprint reader*

*Smart Card reader is  
Outside the gate*

Airlock  
Lateral  
exception door



# ***Usability of Biometrics for Border Crossing***

## ***Example 2: Facial (SmartGate, Australia)***

2 Airports, 6 Gates  
~ 40,000 PAX verified

Token:

ICAO e-Passport

(no dedicated enrolment)



Typical performance (1:1)

- Biometric reject ~ 2%  
(FAR~ $10^{-3}$ )
- Crossing time ~ 15 s



Passenger screen  
Light indicator  
Illuminator  
Face cameras  
Ticket reader



# ***Usability of Biometrics for Border Crossing***

## ***Example 3: Iris (IRIS, UK)***

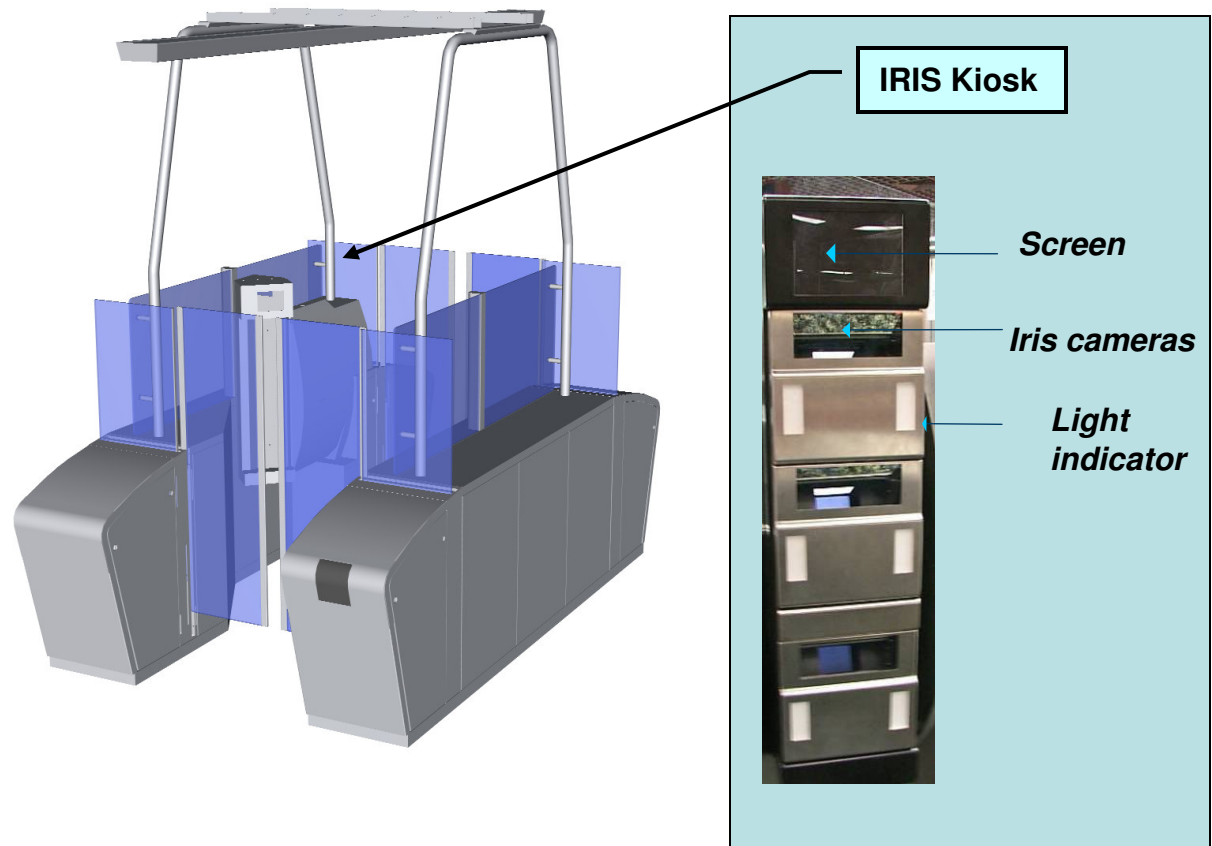
4 Airports, 12 Gates  
~ 200,000 PAX Enrolled  
~ 1,000,000 PAX verified

No Token:

The whole database  
is searched each  
time

Typical performance (1:N)

- Biometric reject ~ 0.6%  
(FAR~ $10^{-6}$ )
- Crossing time ~ 15 s



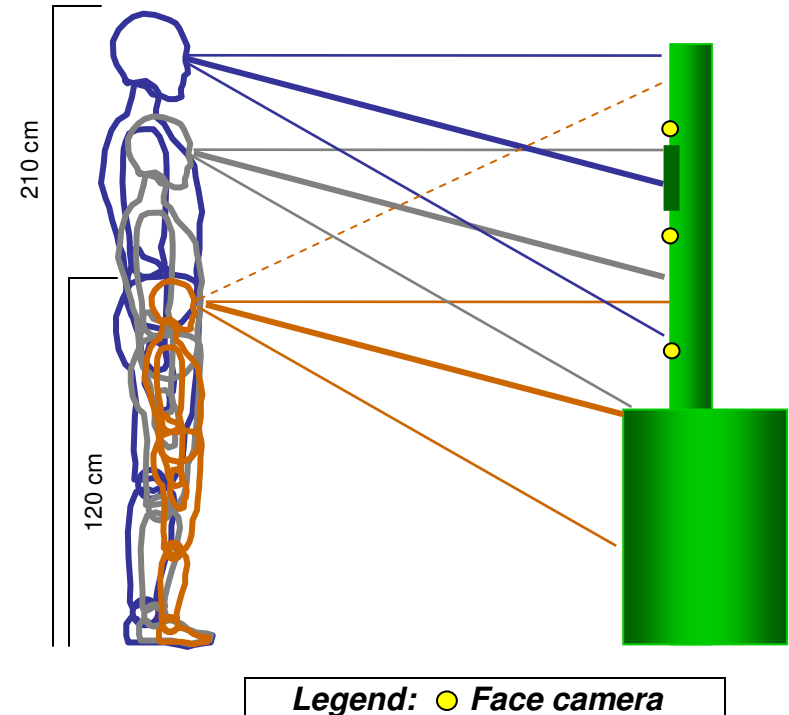
# ***Usability of Biometrics for Border Crossing Accommodate Various Height***

- ***Need to accommodate a population with different characteristics***
  - ***Various height, various ages (e.g. children), disabled (e.g. wheelchair)***
- ***Several possible designs***
  - ***Ideally, one sensor capable to deal with whole population***
  - ***Alternative options:***
    - ***Multiple device***
      - ***Selection of device to use can be automated or manual***
    - ***Adaptive device***
      - ***Adaptation can be automated or performed by user***
  - ***Choice of the solution impacts ergonomics, comfort, speed and performance***



# Usability of Biometrics for Border Crossing Accommodate Various Height

- **SmartGate (Facial):**
  - Requirement: 120 – 210 cm
  - Solution implemented (2007):
    - 3 cameras, no “a priori” choice
    - Auto-capture picks up the “best quality” image
  - Easy to use, efficient
- **Pegase (Fingerprint)**
  - Requirement: “Adult population”
  - Solution implemented (2005):
    - one sensor adjusted for average person
  - Pro: Simple to use
  - Con: not fully optimized for very tall or small people





# Usability of Biometrics for Border Crossing Accommodate Various Height

## ■ IRIS:

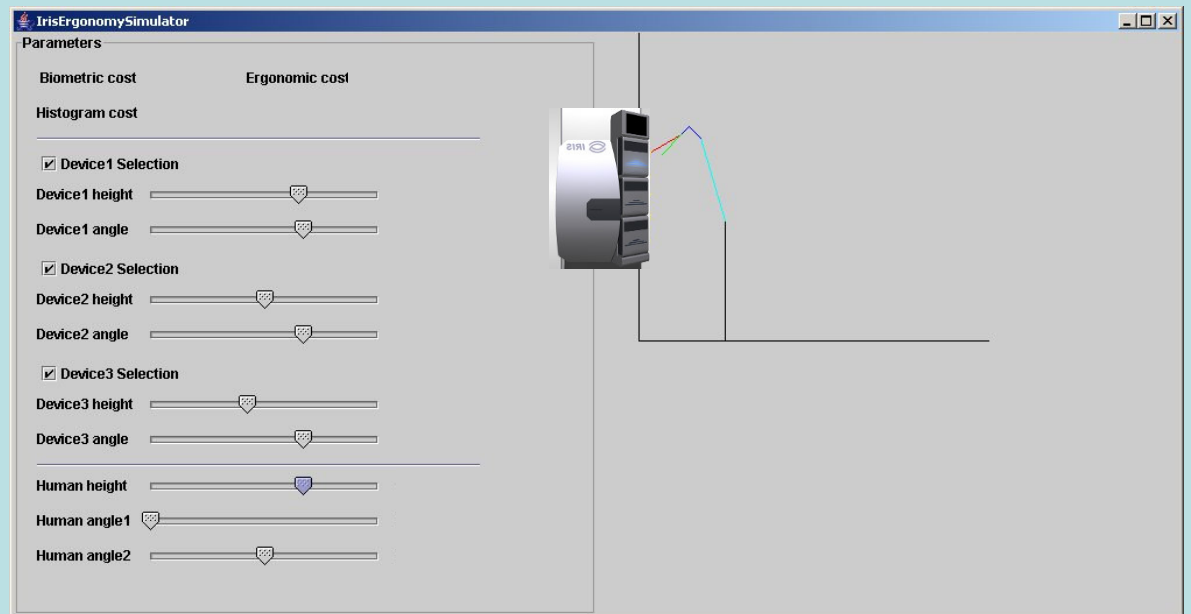
- Requirement: 120-200 cm and access to users in wheelchair  
No single iris camera met this requirement in 2005
- Solution implemented (2005):
  - 3 camera. Choice of camera determined by user's height. User then needs to adjust with body position
- Pro: meets the requirement, no need to touch the camera to adjust to height
- Con: Might be uncomfortable for some people with "limited agility" especially when the wrong camera is selected (about 1% of the cases, but this 1% is very visible ...)

## Validation campaigns

- 100+ people

## Simulation and Optimization

- Simple model of human body
  - «Comfort cost» = distance from natural position
  - «Biometric cost» = distance from optimal position for iris capture
- ⇒ Optimization for a given distribution of height and users in wheelchair



# ***Usability of Biometrics for Border Crossing***

## ***Interaction with user, feedback***

- ***Start:*** *The user needs to know when to start the capture*
  - ***Voice guidance, flashing arrows, lights (on or around the sensor)***
- ***End:*** *The user needs to know the capture is completed*
  - ***Beep, Green/Red Lights, Action (door open, print ticket, ...), voice (“Thank you”)***
- ***During the acquisition:***
  - *Necessary for most system to help/guide people when “they do not know what to do”*
  - ***Conscious feedback***
    - ***Vocal feedback is language dependent and slow but can be used in addition to other feedback***
    - ***Pictograms: very cultural dependant and not adapted to complex real-time feedback (“move back”, “press harder”)***
  - ***Unconscious (preferred)***
    - ***Attract attention, suggest best position: Video screen, light, beep, flow***
    - ***Display on screen to suggest action***
    - ***Real time feedback is very important***





# Usability of Biometrics for Border Crossing

## Interaction with user, feedback

### ■ SmartGate (Facial)

- **Start:** lights to attract attention, display animation on screen
- **End:** Green light, doors open
- **During:** No specific guidance. Auto-capture picks up the “best quality” image

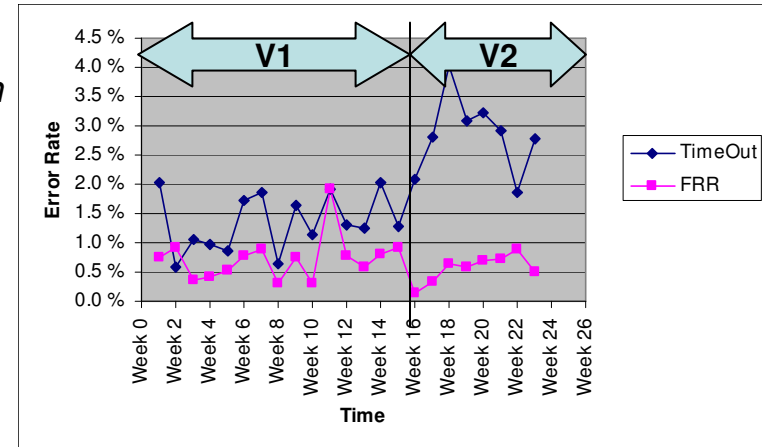
### ■ Pegase (Fingerprint)

#### ■ V1: “Initial system”:

- **Start:** Light on fingerprint sensor, instruction on screen
- **End:** Beep, Display on screen, doors open
- **During:** no visual feedback

#### ■ V2: “Improved system”:

- **Add live display of fingerprint during capture**
- **Remove Beep at the end of acquisition**
- **Change in sensor package**
- ⇒ **No effect on biometric reject rate**
  - We were expecting accuracy improvement from live display
- ⇒ **Increase of the number of time out**
  - Some people confused by change in booth setting can be confusing ?
  - Some people looking at the screen and not at the fingerprint scanner ?
  - Other ?



# ***Usability of Biometrics for Border Crossing Interaction with user, feedback***

## ■ **Iris:**

### ■ **We wanted a feedback mechanism**

- Easy to remember
- Providing full guidance (x,y,z)

### ■ **Test:**

- Different sensors: fully automated, semi automated (auto-focus), ...
- Different feedback mechanisms: Voice guidance, pictograms, lights, mirrors, ...
- ⇒ **“Digital mirror” added in front of the iris camera to provide guidance to the user**

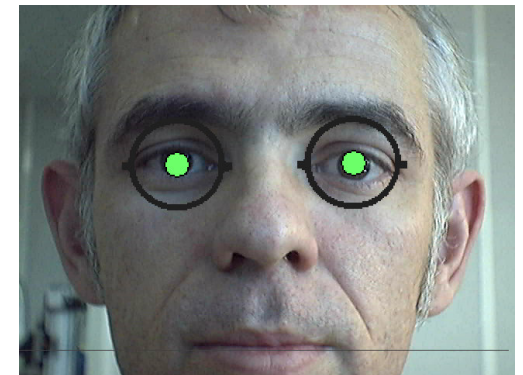
### ■ **Validation campaign**

- In lab: 100-200 people
- Field campaigns: 167 people enrolled and verified on a market in Africa
  - Untrained and non habituated users with no technological background
- ⇒ **Unattended use of iris was quite impossible -at the time- without additional feedback and is possible with additional feedback**

### ■ **Solution implemented:**

- **Start:** Vocal “Look into the mirror” + guidance on screen  
+ light on the selected sensor
- **End:** Vocal: “Thank you for you cooperation”  
+ Green arrow over the exit door, doors open
- **During:** “Digital Mirror” to facilitate positioning

⇒ **More than 1,000,000 successful passenger identifications**



# ***Usability of Biometrics for Border Crossing Performance and Accuracy***

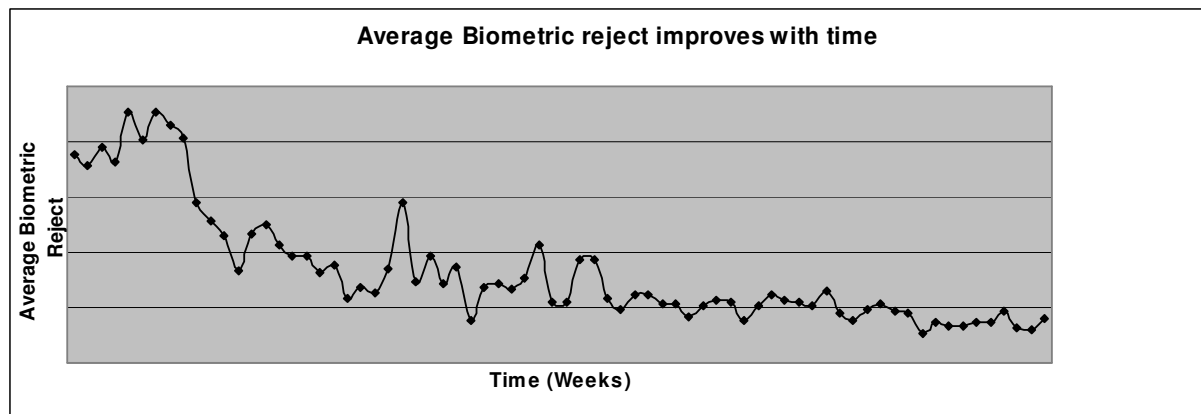
- **Uneasy to use certainly implies inefficient ...  
... but easy to use does not necessarily imply efficient**
- **Design must provide both convenience and performance ...  
... but sometimes a trade off must be found**
  - **If the system is too constraining, the accuracy will not be good.**
  - **If the system is too permissive, accuracy will not be good either**
- **Typical examples of such a trade off:**
  - **Auto-capture (self triggered image capture based on real time quality control loop)**
    - **Fast capture provides better user's experience but may lead to non optimal image quality**
    - **Unconstrained positioning is more convenient but may lead to non optimal image quality**
  - **Capture at a distance.**
    - **Iris capture at distance is possible and very convenient but it can be at the expense of image quality**
  - **Special procedures help accuracy, at expense of user convenience**
    - **Iris: remove glasses, hold eye wide open, ...**
    - **Fingerprint: use cream or pad to improve contrast**

⇒ **“Optimal” decision depends on each application**



# ***Usability of Biometrics for Border Crossing Training and habituation***

- **Training and regular use increase the user's interaction with the system**
  - Improved interaction between user and system (learning curve)
  - Improved user's confidence and satisfaction in the system
- **Some training can generally be done at the end of “enrollment” process**
  - Done in IRIS (training on the enroll system) and Pegase (dedicated training kiosk in the enrollment room)
  - Very efficient at improving user's efficiency with system,
  - Very positive user feedback
- **Habituation**
  - In average, 6 to 7 verification per enrolled user in IRIS and Pegase



# ***Usability of Biometrics for Border Crossing Conclusions***

- **Usability of biometrics for automated gates is difficult**
- **Operational implementations provide useful feedback**
  - **The system must adapt to the user as much as possible**  
(rather than asking/training the user to adapt to the system)
  - **Necessity to accommodate with “non perfect” user:**
    - Multiple attempts before rejecting the user, time out not too short, ...
  - **Necessity to simulate, but also prototype and do validation campaigns**
  - **Necessity to involve specialists (ergonomists) early in the design**
- **Lack of commonly accepted methods, metrics or guidelines to measure “usability” in the context of biometrics**
  - **Such method must measure user’s convenience as well as performance (accuracy)**
  - **Could be used to validate system implementations for a dedicated application**
  - **Could also be used to study and qualify new sensor technology**
    - **Iris: Capture at a distance / on the move**
    - **Face: 3D capture, multi spectral (Visible / NIR)**
    - **Fingerprint: contactless, multi spectral, 3D, swipe sensors, ...**

